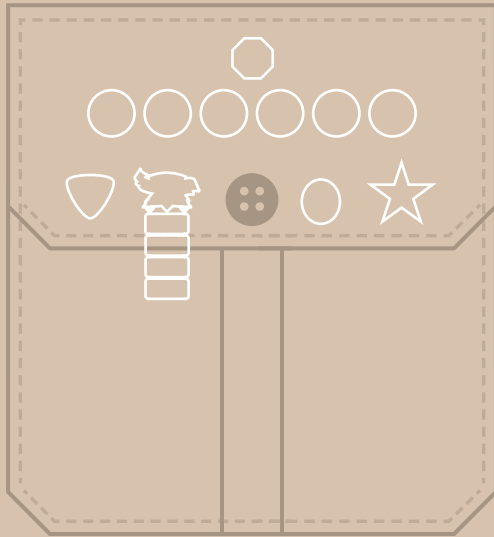


UNIFORM GUIDE



Uniform Guide

Prepared by the Youth and Young Adult Department of the
North American Division

Design and Layout: Liv Jacobson

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PATHFINDER UNIFORM

The Pathfinder uniform makes the ministry visible. It represents an ideal and a standard. One of the ways to set up a standard and bring the members of an organization up to that standard is through the uniform. It should stimulate loyalty toward that standard by building morale and binding members into closer fellowship. It also appeals to those who are not already members to join. The uniform strengthens club spirit. The uniform should always be clean and neat. A proper fit will go a long way to make a uniform look sharp. The uniform should be worn with humble pride.

We should remember that the uniform acts as a visual announcement of Pathfinder ministry and should draw questions from observers concerning the meaning of each patch and symbol.

WHEN THE UNIFORM SHOULD BE WORN

It is recommended that those having uniforms wear them on the following occasions:

- At specified Pathfinder meetings
- At special programs (Pathfinder Day, Induction, Investiture, etc.)
- At any public gathering when any or all act as:
 - Messengers
 - Ushers
 - Guards of honor
 - First-aid details
 - Color guards
- On occasions specified by Pathfinder staff
- While engaging in missionary outreach activities, such as distributing food baskets, gifts, literature, or church announcements, and while visiting nursing homes, shut-ins, and community organizations.



WHEN THE UNIFORM SHOULD NOT BE WORN

- If not a member
- For play or at your job
- When engaged in selling for personal profit, in selling for commercial or political purposes, or for activities outside of the club
- At any time or place when its wearing discounts the organization, or casts any reflection upon the uniform, lowers its dignity and esteem, and makes it commonplace

The Pathfinder uniform is the most visible item of the Pathfinder program. It is worn as a reminder that we belong to an international organization that stands for noble ideals and represents the Seventh-day Adventist Church of today. It proudly proclaims, “I belong!”

SEVEN REASONS PATHFINDERS WEAR UNIFORMS

1. **To Set Pathfinders Apart as Representatives of Jesus**
Pathfinder uniforms complement our goal of preparing our Pathfinders for a lifetime of service to God and their community.
2. **Reduced Bullying**
Uniforms cut down on bullying. By requiring everyone to wear the same set of clothes, we reduce opportunities for kids to make fun of each other based on their clothing choices.
3. **Less Peer Pressure**
Clothing is often a subject of peer pressure, with kids pressuring one another to wear certain outfits. With uniforms, this is not a possibility.
4. **Identification**
Uniforms help club staff identify club members. This is particularly important when involved in community events.
5. **Intruder Identification**
Besides identifying Pathfinders, staff can identify intruders as those who are not wearing uniforms.

6. Improved Discipline

Uniforms help establish a sense of discipline, making kids less likely to act out or break other rules.

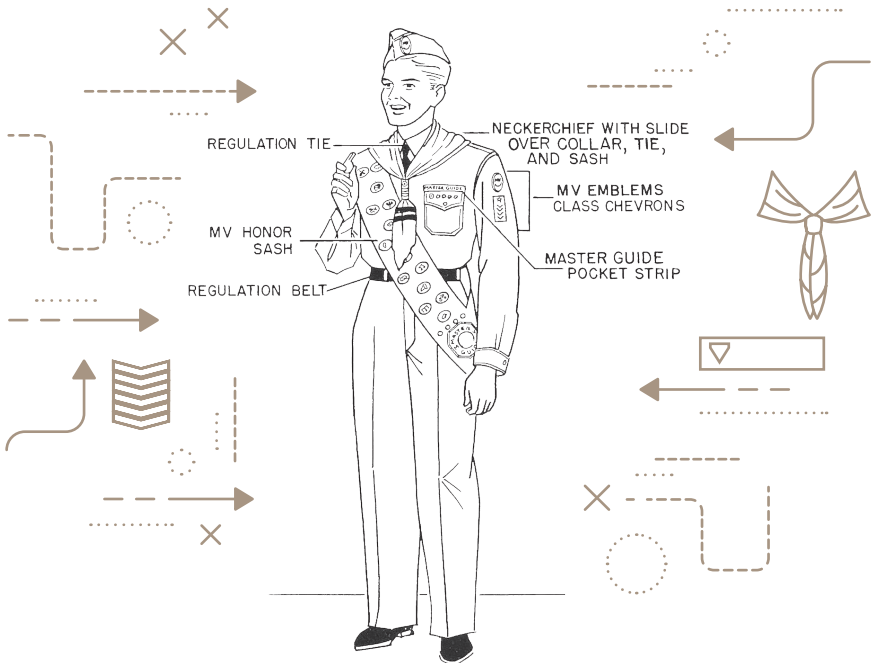
7. Increased Expectations

Uniform patches and pins help Pathfinders set goals and give them confidence as they accomplish those goals.

UNIFORM HISTORY

The Pathfinder Club uniform started as the Missionary Volunteer (MV) uniform. In 1931 the Columbia Union Visitor noted that the Ohio Junior MV Camp made the recommendation for girls to wear a khaki dress or blouse and divided skirt. Boys were to wear a khaki suit or trousers and a blouse (May 21, 1931).

By 1946 the Master Comrade Manual showed a full uniform including a neckerchief with slide, vocational honor scarf, and the MV emblem and class chevron patches on the sleeve.



In 1962 the Pathfinder Field Guide showed a full khaki uniform for boys and green for girls. Boys in the 7th and 8th grades added special green epaulets and girls wore white blouses.



In 1981 uniforms were standardized with both boys and girls wearing khaki blouses/shirts and forest green skirts/pants.



In 2000 the change was made from green to black skirts/pants.



Uniform and Militarism

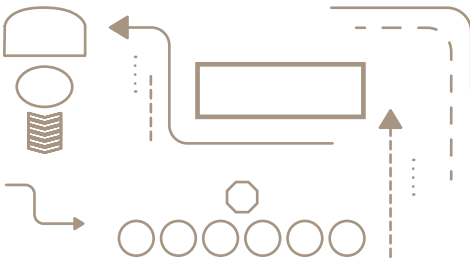
The use of a uniform in Pathfinder Club Ministry provides many positive results. It meets certain psychological needs of the Pathfinder age group; it encourages positive behavior; and it provides a sense of cohesiveness.

In some countries the Pathfinder uniform resembles official military uniforms. While the Pathfinder uniform may be acceptable, Pathfinder leaders must be careful to keep militarism out of the ministry. The use of military discipline and other military-style practices could create confusion for those who do not know what the Pathfinder Club represents. In addition, governments around the world are sensitive to the existence of paramilitary organizations. What your club does may have a negative effect on other clubs. When wearing your uniform remember to avoid the appearance of militarism:

- Avoid camouflage, combat boots, “blousing” of pant legs, and other similar military practices.
- No military insignia is allowed.
- The Pathfinder or Master Guide scarf should always be worn as part of the Class A uniform to distance it from traditional military uniforms.
- Weapons such as swords, bayonets, machetes, or guns, even if they are fake ones, are not allowed.

Avoid Camouflage

It is critical that Pathfinders avoid the use of camouflage in their uniforms, including Drill Teams, Drum Corps, and field uniforms. Pathfinder Club Ministry has been banned in several countries because of photographs taken in the North American Division representing Pathfinders as a paramilitary organization. Camouflage clothing can be useful on campouts and in nature observation, but special care should be taken even in these settings to avoid standing by Pathfinder flags, banners and people in Pathfinder uniform. Pathfinder insignia should never be placed on camouflage clothing.



PATHFINDER CLASS A UNIFORM STANDARDS

The following pages outline the North American Division's uniform standards. The North American Division authorizes the local Conference Pathfinder leadership to determine which style of pants, skirt, etc., is approved for use in their Conference. Conferences also have the right to delegate this authority to their local clubs, allowing each club to set its own policy based on their needs.

Uniform Standards

Each Division is authorized to establish uniform standards for their territory based on the guidelines provide by the General Conference. Policy prohibits unauthorized changes to logos and insignia without express written permission.

Modified Class A

This is a full Class A uniform without the Honor sash. The Modified Class A uniform may be worn by color bearers using a flag harness, or at any time designated by the club or Conference.

Male Pathfinders (Non-Staff) and TLTs

Shirt: Tan, short or long sleeve, with two pleated patch pockets with flaps on the chest and shoulder epaulets.

Pants: Black, straight leg, belt loops and no cuff. Optional: Shorts – Black, Bermuda style and length, with belt loops. (Must be consistent in club and approved by Conference.)

Belt: Black, web style, silver Pathfinder buckle. (Will slide through the buckle.)

Socks: Black

Shoes: All black dress shoes or boots with fully closed toe and heels. Heels of no more than 2 in (5.8 cm). If the shoes have laces, the laces must also be all black. Note: Style variations should be allowed by a director if financial hardship plays a significant role.

Sash: Black fabric, up to three Honors across the sash and not to go beyond the fingertips of the left hand when standing at



attention. The sash is worn over the epaulet and collar. Only one sash is to be worn as part of the uniform. Items to be worn on the sash include optional name plate, Honors, camporee and fair patches, Pathfinder pins, and Adventurer level pins, but not Adventurer Awards.



Slide: Cloth, black background with Pathfinder world logo.

Scarf: Yellow with black trim stitching and Pathfinder world logo stitched or imprinted (TLTs have red trim stitching).

Headwear: Optional (Must be consistent in club).

- Pathfinder baseball cap with Pathfinder triangle or North American Division Pathfinder logo – Worn with the bill squarely over the front of the face.
- Black beret – The slope of the beret slants down to the right and should be on an angle such that a continuation of the arm and hand would be in line with the slant while rendering a proper salute. The beret is worn so that the headband (edge binding) is straight across the forehead and level, 1 in (2.54 cm) above the eyebrows. The Pathfinder triangle emblem, known as the “flash,” is positioned level over the left eye and the excess beret material is draped over to the right ear. The adjusting ribbon should be secured with a knot and tucked inside the edge binding at the back of the beret once proper size is obtained.

Male Staff – Same as male Pathfinders with following modifications

Neckwear: Solid black tie with or without Pathfinder or Master Guide logo. Option: Ascots/Cravats consistent by club if authorized by the Conference.

Belt: Black, web style, silver Pathfinder buckle (will slide through the buckle) or black leather belt with no ornamentation, Pathfinder or Master Guide metal belt buckle.



Master Guides – Yellow Master Guide neckerchief with red trim stitching, six color Master Guide ribbon, and the Master Guide logo. The neckerchief is secured with the blue fabric Master Guide slide. Individuals may secure their neckerchief with a non-standard issue or legacy Master Guide slide.



Master Guides may use the Master Guide patch as the “flash” on their beret, provided it is consistent within the club and authorized by the Conference.

JACKET BUTTONS -----

Jacket: Master Guides who are working with Pathfinders may choose to wear a black uniform jacket with their Class A Pathfinder uniform or to go without. They may also choose to wear a traditional green uniform jacket with green pants. Jackets should always be buttoned. They may also forgo the green jacket. All standard Pathfinder insignia should be in place on the jacket.



Female Pathfinders (Non-Staff) and TLTs ----->

Blouse: Tan, short or long sleeve, with two pleated patch pockets with flaps on the chest and shoulder epaulets



Skirt: Black, 2 in (5.1 cm) hem should be at mid-knee or below, with belt loops. Optional: Pants – Black, straight leg, belt loops, and no cuff. Shorts – Black, Bermuda style and length, belt loops. Skort – Black, belt loops, hem should be at mid-knee or below.

Culottes – Black, belt loops, hem should be at mid-knee or below. (Must be consistent in club and approved by Conference.)

Belt: Black, web style, silver Pathfinder buckle. (Will slide through the buckle.)

----->

Both Male and Female pants must have internal pockets, so this precludes cargo pants, Battle Dress Uniforms (BDUs), Army Combat Uniforms (ACUs), Multi-Terrain Patterns (MTPs), athletic pants, and sweat pants. Also avoid leggings, yoga pants, and tight-fitting slacks.

Socks/Stockings: All black socks if worn. If stockings, knee highs, or hosiery is worn, it should be black or complement the wearer's skin tone, but it must be uniform within the club. No designs or patterns.



Shoes: All black dress shoes or boots with fully closed toe and heels. Heels of no more than 2 in (5.1 cm). If the shoes have laces, the laces must also be all black. Note: Style variations should be allowed by a director if financial hardship plays a significant role.

Sash: Black fabric, up to three Honors across the sash and not to go beyond the fingertips of the left hand when standing at attention. The sash is worn over the epaulet and collar. Only one sash is to be worn as part of the uniform. Items to be worn on the sash include optional name plate, Honors, camporee and fair patches, Pathfinder pins, and Adventurer level pins, but not Adventurer awards.

Slide: Black fabric, black background, with Pathfinder world logo.

Scarf: Yellow with black trim stitching and Pathfinder world logo stitched or imprinted (TLTs have red trim stitching).

Female Staff - Same as female Pathfinders with following modifications

Neckwear: Solid black tuxedo tie with or without Pathfinder or Master Guide logo. Option: Ascots/Cravats consistent by club if authorized by the Conference.

Belt: Black, web style, silver Pathfinder buckle (will slide through the buckle) or black leather belt with no ornamentation, Pathfinder or Master Guide metal belt buckle.

Master Guides – Yellow Master Guide neckerchief with red trim stitching, six color Master Guide ribbon, and the Master Guide logo. The neckerchief is secured with the blue fabric Master Guide slide. Individuals may secure their neckerchief with a non-standard issue or legacy Master Guide slide.

It is recommended that the Conference and club leadership give female members the personal choice of slacks or skirts based on their own personal preference.

Master Guides may use the Master Guide beret patch as the “flash” on their beret, provided it is consistent within the club and authorized by the Conference.



Jacket: Master Guides who are working with Pathfinders may choose to wear a black uniform jacket with their Class A Pathfinder uniform or to go without. They may also choose to wear a traditional green uniform jacket with a green skirt or pants. Jackets should always be buttoned. They may also forgo the green jacket. All standard Pathfinder insignia should be in place on the jacket.



JACKET BUTTONS

NORTH AMERICAN DIVISION INSIGNIA AND PLACEMENT

The following pages provide detailed location information for each insignia.



Insignia Placement Diagrams LEFT SLEEVE

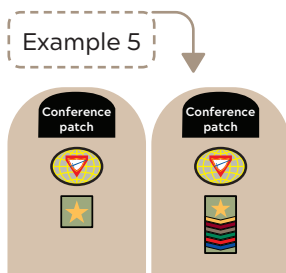
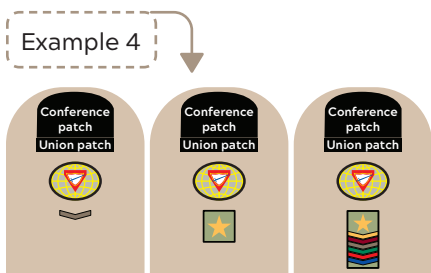
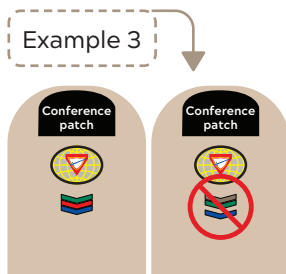
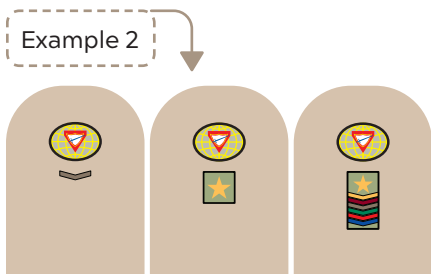
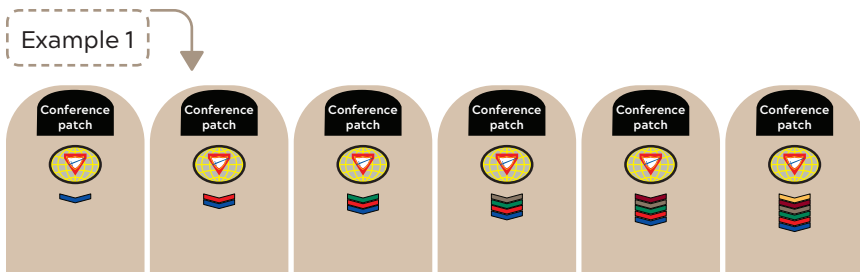
The **Conference Patch** is optional and is of standard size (4 × 2.5 in, 10.2 × 6.4 cm), worn on left sleeve, .25 in (.6 cm) below shoulder seam and above the Pathfinder world. (See Example 1.) The Conference Patch is to be centered on the crease of the Pathfinder uniform sleeve.

If used, the **Union Patch** is worn directly below the Conference Patch with minimal space between them. (See Example 4.)

The **Pathfinder World Patch** is worn .5 in (1.3 cm) below the Conference patch. (See Example 1.) If no Conference Patch is used, then the Pathfinder World Patch is worn 2 in below the shoulder seam and centered on the crease of the sleeve. (See Example 2.)

The **Investiture Achievement Level Chevrons** are worn starting .5 in (1.3 cm) below the Pathfinder World Patch. As levels are earned, prior levels are moved down, so the highest level is on top. No space should be left between chevrons. (See Example 1.) Even if a level is skipped, no space should be left between chevrons.





(See Example 3.) Each chevron is to be centered on the crease of the sleeve.

The **Master Guide Star Patch** is for the Master Guide having earned only the Master Guide Certification without completing all of the Investiture Achievement levels. It is worn on the left sleeve .5 in (1.3 cm) below the Pathfinder World Patch. (See Example 2, 4, 5.)

The **Master Guide Star/Chevron Combination Patch** is only for the Master Guides who have also completed all of the Investiture Achievement levels (Friend, Companion, Explorer, Ranger, Voyager, and Guide). It is worn on the left sleeve .5 in (1.3 cm) below the Pathfinder world. (See Example 2, 4, 5.) The Master Guide Star or Combination Patch is to be centered on the crease of the Pathfinder uniform sleeve.

RIGHT SLEEVE

The **Club Name Crest** is to be centered .75 in (2 cm) below the shoulder seam. The crest size is to be 4 in (10.2 cm) wide from point to point.



The **Staff Sleeve Strip** is to be centered under the Club Name Crest and worn on the right sleeve .25 in (.6 cm) below lowest point on the Club Name Crest.



The **Pathfinder Triangle** is to be centered under the Club Name Crest. It is worn by Pathfinders .25 in (.6 cm) below the lowest points on the Club Name Crest and by Pathfinder staff .25 in (.6 cm) below the Staff Sleeve Strip.

RIGHT CHEST POCKET

The optional **Pathfinder Name Plate** is centered just above the right pocket or in the same position on the sash since the sash covers its location on the blouse/shirt. For safety reasons it should only be worn by staff.



LEFT POCKET FLAP LOCATIONS

There are four designated locations for other pins on the pocket flap. This includes two on the left side of the button and two on the right side of the button. They are identified as locations A, B, C, and D. Only one pin should be worn in each position at a given time. Normally the “highest” level pin (typically the most recently earned) is worn.



Left Chest Pocket

Descriptions are from the wearer's viewpoint. Illustrations are from the inspector's viewpoint.

Position A: **Baptismal Pin**

Position B: **Pathfinder Bible Experience Pin**

Position C: **TLT Pin, Master TLT Pin**

Position D: **TLT Level Pin** or the
Staff Service Star



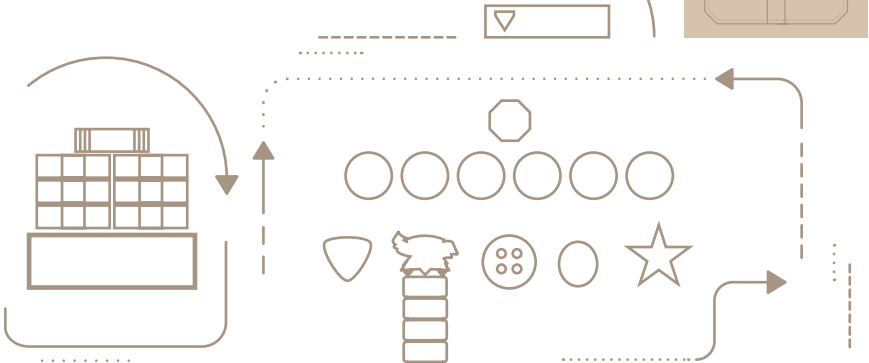
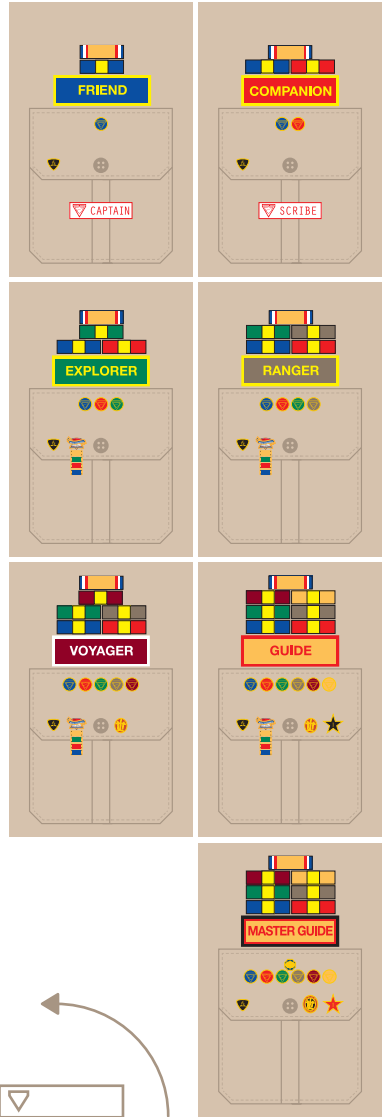
The highest earned **Investiture Achievement Level** or **Master Guide Name Strip** is centered above the pocket.

All earned **Investiture Achievement Level Pins** are worn centered across the top of the pocket flap.

The highest level pin is to the wearer's left. If a level is skipped, fill in the space with the next higher pin. Do not leave gaps for unearned levels. If earned, the **Master Guide Pin** is worn above the Investiture Achievement Level Pins, and in the center of the pocket flap.

The **Investiture Achievement Advanced Level Ribbon Bars** are worn above the Class Level Name Strip and centered over the button. Bars are arranged as shown. Even if a level is skipped, no space should be left for unearned bars.

Unit Leadership Plates denoting the captain or scribe are placed on the center of the pocket.



AYMT Certification Pins

Certification Pins indicate continuing education certifications that have been completed by Pathfinder staff. They should be worn on the sash.



Baptismal Pin

The Baptismal Pin is given to Pathfinders who have been baptized by immersion into the Seventh-day Adventist Church. In special instances, the Pathfinder may receive this pin when joining the church through Profession of Faith. Baptized staff and Pathfinders may wear the pin. It is worn in position A on the left pocket flap. (See page 12 for placement.)



Club Name Crest

The Club Name Crest identifies the local church/club of the wearer. Crests are custom made for each club using their church and/or club name limited by the number of characters that fit on the crest. (See page 12 for placement.)



Conference Patch

The Conference Patch is optional and is of standard size (4 × 2.5 in, 10.2 × 6.4 cm). The patch is designed by the Conference and identifies the Conference of the wearer. In some cases, the Conference Patch may include an integrated Union Patch. (See page 11 for placement.)



Good Conduct Award

The Good Conduct Award Ribbon Bar is awarded to Pathfinders recognized by the staff for their conduct. Criteria options are outlined in the Pathfinder Club Handbook. Bronze stars are available for each additional year the Pathfinder achieves the Good Conduct Award. Up to five of these stars are attached to the award bar. Staff should not wear the Good Conduct Award Ribbon Bar on their uniform but may wear it on their sash if they earned it as a Pathfinder. (See page 13 for placement.)



Honor Patches

Honor patches indicate Honors earned by the wearer and are worn on the sash.



Honors Advanced Star

Stars are added to honor patches to indicate Advanced Honors earned by the wearer.



Honors Instructor Diamond

Diamonds may be added to the Honor patch to indicate that the wearer has taught the honor.



Investiture Achievement Level Pin

There is a distinctive colored pin for each level of Investiture Achievement: Friend, Companion, Explorer, Ranger, Voyager, and Guide, plus one for Master Guide. The Investiture Achievement Level Pin is typically issued at Investiture upon completion of a level. All earned Investiture Achievement Level Pins are worn on the uniform blouse/shirt. (See page 13 for placement.)



Investiture Achievement Level Chevron

There is a distinctive colored sleeve chevron for each level of Investiture Achievement: Friend, Companion, Explorer, Ranger, Voyager, and Guide.

This insignia is typically issue at Investiture upon completion of a level. All earned Investiture Achievement Level Chevrons are worn on the uniform blouse/shirt. (See page 11 for placement.)



Investiture Achievement Level Name Strip

There is a distinctive colored name strip for each level of Investiture Achievement: Friend, Companion, Explorer, Ranger, Voyager, and Guide. This insignia is typically issued at Investiture upon completion of a level. The Investiture Achievement Level Name Strip for highest level currently earned is worn on the uniform blouse/shirt. (See page 13 for placement.)



Investiture Achievement Advanced Level Ribbon Bar

There is a distinctive colored ribbon bar for each level of Advanced Investiture Achievement: Trail Friend, Trail Companion, Wilderness Explorer, Wilderness Ranger, Frontier Voyager, and Frontier Guide. This insignia is typically issued at Investiture upon completion of a level. All earned Investiture Achievement Advanced Level Ribbon Bars are worn on the uniform blouse/shirt. (See page 13 for placement.)



Master Guide Patch

This is an optional patch that could be given at the Investiture of a Master Guide or purchased later. The patch is typically worn on the sash or sewn over the printed Master Guide logo on the Master Guide neckerchief.



Master Guide Pin

Upon Investiture as a Master Guide, a Master Guide Pin will be issued for placement on the uniform. (See page 13 for placement.)



Master Guide Star Patch and Star with Chevrons Patch

Upon Investiture as a Master Guide, a Master Guide Star patch will be issued for placement on the uniform sleeve. If the Master Guide has also completed all six Investiture Achievement levels, they will instead be issued a combination Master Guide Star/Investiture Achievement Chevron patch. Master Guides who have not completed all six Investiture Achievement levels do not wear any Investiture Achievement Chevrons on their sleeve until they have earned all six. (See page 11 for placement.)



Pathfinder Bible Experience Pin and Bars

The pin is issued to each Pathfinder who is part of a team that participates in the Pathfinder Bible Experience (PBE). Attached to the PBE Base Pin will be a Year Bar. Year Bars hang under the Placement Bars: blue for 1st place, red for 2nd place, and green

for 3rd place. As the team advances to higher levels of participation, they add Placement Bars. In practice that means that they add Placement Bars until they get a red or green one. They add that one and proceed no further. The participant could have up to four Placement Bars per year, with the first three being blue and the fourth being any of the three colors. It is worn in position B on the left pocket flap. A team member will obtain a new Pathfinder Bible Experience Pin each year with the Year Bar and Placement Bar(s) underneath for each year they participate. The previous year's Pathfinder Bible Experience Pin and Placement Bars should be transferred to their sash. (See page 12 for placement.)



Pathfinder Name Plate

The Pathfinder Name Plate is optional and is custom made to show the wearer's name. For safety reasons it should only be worn by staff. (See page 12 for placement.)



Pathfinder Triangle Patch

The Pathfinder Triangle Patch is the official logo of Pathfinder Club Ministry and is worn on the right sleeve. (See page 12 for placement.)



Pathfinder Triangle Pin

This is a small, enameled pin showing the Pathfinder triangle. It may be worn as a tie tack or on the sash.



Pathfinder World Patch

The Pathfinder World Patch displays the Pathfinder logo on a background of a world map representing the worldwide reach of Pathfinder ministry. (See page 11 for placement.)



Staff Position Shoulder Cords (Citation Cords)

Shoulder cords are an optional insignia, except for TLT's. If you wear cords you may only wear one and it is worn on the left shoulder.

It should consist of:

- A braided main cord
- Two outside shoulder loops without ornamentation
- One gold tip drop (pencil device)



TLT cords do not have outside loops or a tip drop.

Master TLT cords add the loops and tip drop.

If the Conference adopts cords, ranks are represented by the following colors:

- Drill and Drum Team Members and Leaders – White
- Club Director – Gold (non-metallic)*
- Assistant and Associate Coordinators – Gold and Kelly Green*
- Coordinators – Gold and Scarlet*
- Conference Exec. Coordinators, Conf. Directors, and Union Directors – Gold, Scarlet, and Royal Blue*

* Outside loops and tip drop are of single strand gold cord.

Staff Leadership Stars

Staff Leadership Stars are pinned on the epaulets of both shoulders, with the outside star being about 1 in (2.5 cm) from the shoulder seam.

- One star – Club Director
- Two stars – Area and Specialty Coordinator
- Three stars – Conference Director
- Four stars – Union Director or Coordinator/Division Coordinator
- Five stars – NAD Director and Associates



Staff Service Star Pins

Staff Service Stars indicate the number of years a staff member has served in Pathfinder Club Ministry. Numbers 1-15, 20, 25, 30, 35, 40, 45, and 50 are available. Service Star Pins are usually presented by the Conference at leadership training. It is worn in position D on the left pocket flap. (See page 12 for placement.)



Staff Sleeve Strip

The Staff Sleeve Strip identifies the role of the wearer in Pathfinder Club ministry including but not limited to: Director, Deputy Director, Instructor, Counselor, Pastor, Associate Director, Area Coordinator, and Teen Leadership training participant. Only one Staff Sleeve Strip may be worn at a time. (See page 12 for placement.)



TLT Patch

This optional patch shows the TLT logo and is worn on the sash.



TLT Pin

This is a small, enameled pin showing the TLT logo. It is worn in position C on the left pocket flap. This pin is worn by all current TLT's. (See page 12 for placement.)



Master TLT Patch

This optional patch shows the Master TLT logo and is worn on the sash. This patch is worn only by those who have completed all four levels of TLT as a teen.



Master TLT Pin

This is a small, enameled pin showing the Master TLT logo. It is worn in position C on the left pocket flap. This pin is worn only by those who have completed all four levels of TLT as a teen. (See page 12 for placement.)



TLT Level Star

TLT Level Stars show how many of the four levels of the TLT curriculum have been completed. Only the highest-level star earned is worn. It is worn in position D on the left pocket flap. Staff should not wear the TLT Level Stars on their uniform but may wear them on their sash if they completed the levels as Pathfinders. (See page 12 for placement.)



TLT Shoulder Cord

The TLT Shoulder Cord is worn to indicate current participation in the TLT program. It is issued upon enrollment in the program, typically at the yearly Induction service. TLT Directors and TLT Mentors are authorized to wear the TLT Shoulder Cord if they so choose.



Union Patch

The Union Patch is optional and is of standard size (4 x 1 in, 10.2 x 2.54 cm) The patch is designed by the Union and identifies the Union of the wearer. In some Conferences the Union Patch is integrated into the Conference Patch. (See page 11 for placement.)



Unit Leadership Plate

Unit Captains and Unit Scribes have name plates that identify their role within the unit. These name plates are pins to facilitate ease of rotation between members of the unit based on the club's election or appointment rotation or routine. (See page 13 for placement.)



CONFERENCE AUTHORIZED INSIGNIA

Conferences may issue Drill Awards, Drum Corp Awards, or any number of other insignia. In general, Conferences are authorized to make additions to the current list of insignia, but may not alter the North American Division insignia or standard placement.



CLASS B, CLASS C AND FIELD UNIFORMS

While the North American Division defines a Class A uniform, Conferences may establish other levels of uniform dress. Check with your local Conference and inquire about their additional uniform classes.

Care of the Uniform

The Pathfinder uniform is to be kept neat and clean. The Pathfinder uniform should only be worn for appropriate activities. (Wear your Class C or D uniforms for outdoor games.) Remove stains as soon as possible. If a stain can't be removed or if discoloration occurs, replace the garment before the next time you need to wear it.

Sew patches on the uniform shirt/blouse and sash, or use Badge Magic adhesive (available from AdventSource). In no circumstances should patches be stapled or pinned into place.

Transport your uniform on a hanger. If you are unable to hang your uniform when traveling, you may roll it and place it in your luggage.

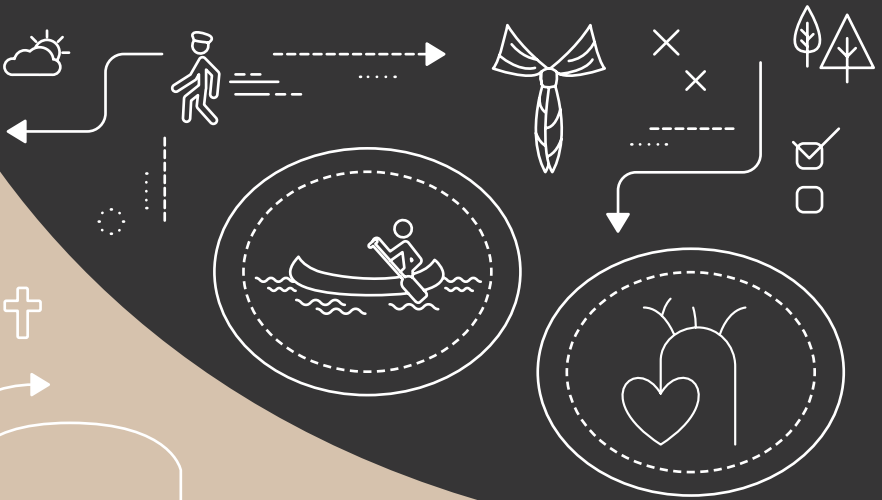


The uniform makes Pathfinder Club Ministry real and visible. The insignia that is part of the uniform commemorates the completion of Investiture Achievement levels, Honors, and other accomplishments.

This guide includes a short history of the Pathfinder Club uniform, recommendations on when the uniform should be worn, and the North American Division Class A uniform standards for Pathfinders and Pathfinder staff.

An important part of this guide is a listing of all North American Division insignia and their placement on the uniform, along with instructions for Conference authorized insignia. Each patch and pin are shown and diagrams for insignia placement are included.

The uniform encourages loyalty to the Pathfinder Club by building morale and binding members closer together in community and purpose.



AdventSource

